DUALINK

Kasaka's Venom Fang

Dagger



Solo Leveling Edition

Kasaka's Venom Fang

Weapon (dagger), rare (requires attunement)

This dagger is small and sleek, its blade jet-black with a stark white cutting edge. The hilt is crafted from pale bones, and a faint iridescent sheen occasionally glistens along the blade, hinting at the potent venom within.

Features

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a creature with an attack using this dagger, you can invoke one of the following effects.

Venomous Paralysis. The target must succeed on a DC 14 Constitution saving throw or become paralyzed until the end of your next turn. While paralyzed in this way, the target's speed becomes 0 and it automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.

Bleeding Venom. The target must succeed on a DC 14 Constitution saving throw or begin to bleed for 1 minute. A bleeding creature takes necrotic damage equal to your proficiency bonus at the start of each of its turns. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on a success. A creature cannot be reduced below 1 hit point by this effect.

You can use these effects a number of times equal to your Proficiency Bonus per long rest. Creatures immune to poison damage or the poisoned condition have advantage on saving throws against this weapon's effects.